



PARAGON

A tiefling leaps atop the back of a red dragon, slashing their twin swords in a flurry as they dance across its spine. Every strike only strengthens their resolve, a new majesty radiating from their movements and attacks. The dragon turns its head to incinerate the pest, but the tiefling only matches its red-hot breath with another leap, and their own scream of delight.

A pair of elves fight side by side, slowly advancing towards a lone troll. The elder takes the lead, carefully slipping under and around the brute's claws while their apprentice waits for an opening. The elder whistles sharply, and the younger falls on the troll in an instant, sending it reeling backwards. As a pair, master and apprentice move in for the kill.

A human fights to their last, kicking and screaming as the fires of their passion burn brighter and brighter in their blood. Static licks at their fingers as they blur across the battlefield, a living tempest of fury and excitement, before a great pair of gold-crimson wings erupt from their back and they take to the sky in a brilliant cascade of light and fire.

Paragons are as varied as can be, but are united in their irrepressible daring, flair for dramatics, and a willingness to go beyond any limits in pursuit of their goals. Their incredible determination leads them down paths few dare follow, and no threat, no danger, will break their limitless conviction.

STRIVING FOR PERFECTION

A paragon is utterly defined by what they believe in. Anyone can attempt to master a skill or further a cause, but a paragon will accept nothing less than perfection with their chosen art. What sparks this devotion varies from paragon to paragon, be it a talent, ideal, philosophy, quest, or faith, but no matter the source, they will pursue it undaunted and eager for more.

Perhaps because of their devotion, paragons can be prone to pride or boasting. Plenty feel the need to take their turn in the limelight, showing off their talent for all the world to see, and all paragons find satisfaction in the fruit of their labour, and take joy in displaying it when they have the chance—the products of years of practice do make an excellent show.

ANCIENT FABLES

Paragons are storybooks waiting to happen. Their relentless nature in pursuit of their art leads them towards the kinds of acts that forever immortalise them in myth and legend. For a paragon, a life of adventure is only a natural consequence of their devotion, and goes hand in hand with their own quest.

For paragons, the call to adventure is second only to the call of glory. To be sung of over the din of a rowdy tavern; to be the wondrous hero of a children's bedtime story; to live on as a hero of folklore; all these things are far more attractive to many paragons than something as simple as gold or treasure. For that reason, many of those same paragons aren't afraid of death, so long as their demise makes an excellent story. After all, they live as long as their legacies, and legends never die.

Whatever their goals, a paragon makes for an excellent member of any adventuring party, offering their martial skill and irrepressible spirit, and always holding to the bottomless well of determination that drives them forwards.



CREATING A PARAGON

When creating your paragon, you should ask yourself two questions above all others. What does your paragon seek to champion, and why? How was your paragon introduced to the art they chose? Did they come upon it by chance, or were they raised to pursue it? If you were taught, who taught you? What kind of relationship do you have with your teachers? Have you made any decisions you regret in pursuit of your goals? Will you make those decisions again, if you have to?

What led you to becoming an adventurer? If your aims are artistic or intellectual, you might seek to unearth lost lore, or to find the perfect inspiration for your work. If you seek glory and nothing else, you might search for great beasts to slay or forgotten relics to discover, or perhaps you wander the land, looking to right any wrongs you can find.

Consider why you have such passion for what drives you. The dauntless nature of a paragon is rare, and is often forged in exceptional circumstances. The origins of your fiery spirit can have a profound affect on your future.

QUICK BUILD

You can make a paragon quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to wield heavy weapons or two light weapons (or a rapier). You should make Charisma your next highest ability score. Second, choose the folk hero background.

PARAGON'S MARK

Paragons universally seek recognition, and many choose to identify themselves with a quirk, eccentricity, or calling card. Because of this, many paragons possess an uncanny ability to recognise other paragons by their marks.

Did your paragon choose their mark, or did they inherit it? Are there others who use it? What does it mean to them? Do they want it to inspire awe, terror, or something else entirely? At your option, you can roll on the Paragon's Marks table to help inspire a mark for your paragon.

PARAGON'S MARKS

d6 Mark

- 1 You dress flamboyantly, in bright colours, and wear the pattern of an exotic animal or monster.
- 2 You constantly taunt your opponents, challenging, mocking, and baiting them at every opportunity.
- 3 You take a body part from enemies you spare—an eye, finger, or ear—to make sure they don't forget. You hope they'll grow stronger and fight you again.
- 4 You leave a personal token on the bodies of your defeated foes, such as a small effigy or a coin.
- 5 You never stop smiling, even in the face of death.
- 6 Whenever you enter a fight, you cry out your signature motto, maxim, or catchphrase.

CATALYST

A paragon's devotion to their art is a special thing, and rarely emerges without a catalyst; a defining experience that sparks their obsessive fervor and begins their journey as a paragon.

How much does your paragon's catalyst mean to them? Does it hang over their head, always pushing them forward, or was it just the first stepping stone on their journey? Does it haunt them, or does it give them strength when they need it? At your option, you can roll on the Catalysts table to help inspire a catalyst for your paragon.

CATALYSTS

d6 Catalyst

- 1 Your home needed a hero, and no-one came. You won't let that happen to anyone ever again.
- 2 The fables your parents told you as a child are your fondest memory, and inspire you even now.
- 3 Your mentor promised to teach you everything they knew, but died before they could. Now, you journey to learn what they might have taught you.
- 4 Your family groomed you for one art, but entirely by accident, you found the one you chose instead.
- 5 You were inspired by another's love for the art that you would go on to make your own
- 6 You never needed a catalyst. You were born for your art—there has never been anything else.

WEAKNESS

Paragons strive for perfection, but by definition, that goal means that they aren't perfect. Many even display behaviour directly in contrast with their own goals and ideals

Does your paragon hide their weaknesses, ashamed that others might discover their imperfection? Do they wear them proudly, or do they simply view them as one more obstacle to overcome? Maybe they aren't even aware of their weaknesses. At your option, you can roll on the Weaknesses table to help inspire a weakness for your paragon.

WEAKNESSES

d6 Weakness

- 1 **Recklessness.** You don't recognise danger, and run headfirst towards it without any caution.
- 2 **Loyalty.** You'd doom the world to save a friend, and risk your life for an enemy you empathise with.
- 3 **Hubris.** You always think you're the best person for the job, no matter who might be most skilled.
- 4 **Wrath.** You can't forgive, and you can't forget. Your anger blinds you to your own bad decisions.
- 5 **Pride.** You take every insult personally, and you can't turn down a challenge you're given.
- 6 **Ambition.** You hunger for power, even when you don't need it or it has dangerous side-effects.

The Paragon

| Proficiency Level | Bonus | Features | Flairs Known | Nerve Points |
|-------------------|-------|------------------------------|--------------|--------------|
| 1st | +2 | Bravado, Quickstep | — | — |
| 2nd | +2 | Audacious Flair, Nerve | 2 | 2 |
| 3rd | +2 | Virtue | 2 | 2 |
| 4th | +2 | Ability Score Improvement | 2 | 3 |
| 5th | +3 | Extra Attack, Precise Strike | 3 | 3 |
| 6th | +3 | Virtue feature | 3 | 4 |
| 7th | +3 | Evasion | 4 | 4 |
| 8th | +3 | Ability Score Improvement | 4 | 5 |
| 9th | +4 | Blitz | 5 | 5 |
| 10th | +4 | Heroic Spirit | 5 | 6 |
| 11th | +4 | Nascent Legend | 5 | 6 |
| 12th | +4 | Ability Score Improvement | 6 | 7 |
| 13th | +5 | Virtue feature | 6 | 7 |
| 14th | +5 | Dauntless Resolve | 6 | 8 |
| 15th | +5 | Blitz improvement | 7 | 8 |
| 16th | +5 | Ability Score Improvement | 7 | 9 |
| 17th | +6 | True Legend | 7 | 9 |
| 18th | +6 | Cheat Death | 8 | 10 |
| 19th | +6 | Ability Score Improvement | 8 | 10 |
| 20th | +6 | Virtue feature | 8 | 12 |

CLASS FEATURES

As a paragon, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per paragon level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per paragon level after 1st

PROFICIENCIES

Armor: Light armour, medium armour

Weapons: Simple weapons, martial weapons

Tools: One set of artisan's tools, one gaming set, or one musical instrument of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Athletics, History, Intimidation, Insight, Deception, Perception, Performance, Persuasion, Sleight of Hand



MULTICLASSING

Prerequisites. The prerequisite for multiclassing as a paragon is a Strength or Dexterity score of 13 and a Charisma score of 13.

Proficiencies. When you multiclass into paragon, you gain proficiency in light armor, medium armor, simple weapons, martial weapons, and one skill from the class' skill list.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon or (b) two scimitars
- (a) a hand crossbow and 20 bolts or (b) three daggers
- (a) leather armour or (b) scale mail armour
- (a) an explorer's pack or (b) an entertainer's pack

Alternatively, you can start with 4d4 x 10 gp and spend it on items from Chapter 5 of the *Player's Handbook*.

BRAVADO

You laugh in the face of any threat, your bravado pushing you to act with impossible speed. You can add your Charisma modifier to your initiative rolls.

QUICKSTEP

You flow with the rhythm of combat. Immediately after you make an attack with a melee weapon on your turn, you can move up to 5 feet without provoking opportunity attacks. You can't use this feature if your speed is 0.

NERVE

Beginning when you reach 2nd level, your sheer nerve allows you to perform great feats of skill. Your nerve is represented by a number of nerve points. Your paragon level determines the maximum number of points you have, as shown in the Nerve Points column of the Paragon table.

You can spend these points to fuel various nerve features. You start knowing the features listed below, and gain more nerve features as you gain levels in this class.

You regain all your nerve points when you finish a short or long rest. You regain 1 nerve point the first time on any turn that you reduce a hostile creature to 0 hit points or you score a critical hit with a weapon attack against a hostile creature.

Some of your nerve features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Nerve save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

CLEVER RETORT

When a creature that you can see hits you with an attack, you can use your reaction and expend 1 nerve point to add your Charisma modifier to your AC until the start of your next turn, including against the triggering attack. You can't use this feature if you're wielding a shield.

DARING RUSH

You can use a bonus action and spend 1 nerve point to take the Dash action. If you do, you can move along vertical surfaces without falling until the end of your turn.

SWIFT RIPOSTE

When a creature misses you with an attack, you can use your reaction and expend 1 nerve point to make an attack with a melee weapon against that creature.

AUDACIOUS FLAIR

At 2nd level, your irrepressible spirit and personal style begin to manifest through displays of finesse and flair. You gain two flairs of your choice. Your flair options are detailed at the end of the class description. As you gain paragon levels, you gain additional flairs of your choice, as shown in the Flairs Known column of the Paragon table.

Additionally, when you gain a level in this class, you can choose one of the flairs you know and replace it with another flair that you could learn at that level.

VIRTUE

Starting when you reach 3rd level, you commit yourself to a virtue, a goal or ideal that you strive to embody: the Virtue of Ascension, the Virtue of Inspiration, the Virtue of Passion, or the Virtue of Pride. Your choice grants you features when you choose it at 3rd level, and again at 6th, 13th, and 20th level.

OPTIONAL RULE – DARING ACT

Your Dungeon Master might feel that your paragon character should be rewarded for acting recklessly. If so, the following optional rule presents a method of encouraging daring, risky behaviour.

Daring Act. Whenever you perform a daring act, you can regain nerve. A daring act should be risky and dramatic; it should take a great deal of bravery, and if it fails, should have a high chance of disaster. If you succeed, you regain 1 nerve point.

Ask your Dungeon Master if an act counts before you attempt it. Your Dungeon Master decides what counts as a daring act, and can cause you to regain nerve even if you didn't ask beforehand.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.





EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PRECISE STRIKE

Starting at 5th level, you can seize opportunities that others wouldn't dare to take. When you make a weapon attack, you can spend 1 nerve point to gain advantage on the attack roll.

EVASION

Starting at 7th level, you can escape certain area effects by the skin of your teeth, such as a black dragon's acidic breath or a *tidal wave* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

BLITZ

Starting at 9th level, when you roll for initiative, you can move up to your speed if you aren't surprised (no action required). This movement doesn't provoke opportunity attacks.

Additionally, your speed increases by 10 feet, and you can move up to 10 feet when you use your Quickstep. Beginning at 15th level, your speed increases by an additional 10 feet, and you can move up to 15 feet when you use Quickstep.

HEROIC SPIRIT

Beginning at 10th level, your determination raises your will beyond manipulation. You can't be charmed or frightened.

NASCENT LEGEND

At 11th level, you grow closer to the heroes of legend. Your weapon attacks score a critical hit on a roll of 19 or 20, and you gain a bonus to the damage rolls of your weapon attacks equal to your Charisma modifier (minimum of 1).

When you gain this feature, your appearance might change in subtle ways. You might seem taller, more athletic, or more visibly graceful, and any distinguishing characteristics you have might seem more prominent or eye-catching.

DAUNTLESS RESOLVE

Starting at 14th level, your spirit never gives in. If you have at least 1 hit point, you gain temporary hit points equal to half your paragon level at the start of each of your turns.

TRUE LEGEND

By 17th level, you are a true legend from fable. Your weapon attacks score a critical hit on a roll of 18 to 20, and when you score a critical hit with a weapon attack or reduce a creature to 0 hit points, you regain 2 nerve points, instead of 1.

When you gain this feature, your appearance might change in more extreme ways. Your body might never scar, your voice might rumble or echo to reflect your mood, or your hair might seem to trail behind you, as if blown by an unseen wind.

CHEAT DEATH

Starting at 18th level, even death can't catch you. When you are reduced to 0 hit points, you can expend 2 nerve points to drop to 1 hit point instead. You can use this feature even if the damage would otherwise kill you.

VIRTUE

A paragon's virtue is their reason to be. Without it, they would be nothing. In pursuit of it, they would do anything. When the paragon reaches 3rd level, their effort is rewarded.

For some paragons, committing to their virtue is easy; knowing who they were meant to be for as long as they can remember. For others, the decision is more complicated. Your paragon character might view their virtue as a representation of their true desire—the Virtue of Passion, for example, might represent their unflinching devotion to their personal drives.

VIRTUE OF ASCENSION

You have witnessed a legendary being firsthand and been inspired. The sheer awe evoked by these beings is enough to spark reverence, but not all who behold their power turn to worship. Paragons of this virtue don't study these beings to imitate what they do, but instead to imitate what they are.

ASCENDANT MAJESTY

Beginning at 3rd level, when you spend a nerve point, you gain one Majesty die, a d4, which lasts until the end of your next turn. You can only have one Majesty die at a time. When you reach 10th level, your Majesty die becomes a d6.

You can roll the die and add the result to one ability check, attack roll, or saving throw you make. You can wait until after rolling the d20 before deciding to use the Majesty die, but you must decide before the DM says whether the roll succeeds or fails. Once the Majesty die is rolled, it is lost.

THE FIRST STEP

When you select this virtue at 3rd level, choose one of the following creature types: Celestial, Dragon, or Fiend. You gain one of the following features, based on the type you chose.

Celestial. You learn one cantrip of your choice from the cleric spell list. Your spellcasting ability for it is Charisma. You also learn to speak, read, and write Celestial.

Dragon. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet. You also learn to speak, read, and write Draconic.

Fiend. You gain proficiency in one of the following skills: Deception, Intimidation, or Persuasion. You add double your proficiency bonus to checks you make with that skill. You also learn to speak, read, and write Abyssal and Infernal.

SIGN OF POWER

At 6th level, your burgeoning nature grants you additional abilities based on the type you chose at 3rd level.

Celestial. Once per turn, when you hit a creature with a weapon attack, you can have your weapon flare with radiant light. If you do so, the creature you hit has disadvantage on the next attack roll it makes within the next minute.

Dragon. Once per turn, when you hit a creature with a weapon attack, you can instill an unsteading fear within it. If you do, you have advantage on the next attack roll you make against that creature within the next minute.

Fiend. When you hit a creature with a weapon attack, you can cause that attack to deal extra fire damage equal to your Charisma modifier. If you do, you can't use this feature to deal fire damage to that creature until the start of your next turn.

LIFE IMITATES ART

When you reach 13th level, your body evolves. Your creature type becomes the type you chose at 3rd level, instead of your original type, and your appearance changes to reflect it. You might sprout vestigial wings or manifest a halo, grow claws and shimmering scales, or develop horns and/or a tail.

Additionally, when you fail a saving throw, you can choose to succeed instead. Once you choose to succeed, you can't do so again until you finish a long rest.

APOTHEOSIS

At 20th level, you can use your action to briefly transform, ascending into a creature of incredible power. The type you chose at 3rd level determines the creature you become.

While transformed, your game statistics are replaced by the creature's statistics, but your personality doesn't change. You retain your senses, speeds, and proficiencies, in addition to gaining those of the creature, as well as any of your ability scores that are higher than the creature's. You also retain any features from your class, race, or other source.

You decide if your equipment grows with you, merges into your new form, or is unchanged. You also decide if your new form is physically capable of using your equipment.

Your transformation lasts for 1 hour, or until you are reduced to 0 hit points. You can revert to your normal form early using your action. Once you use this feature, you can't use it again until you finish a long rest.

ASCENDED CELESTIAL

Large celestial, your alignment

Armor Class 18 (natural armour)

Hit Points 100 (five times your level in this class)

Speed 30 ft, fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 20 (+5) | 18 (+4) | 17 (+3) | 18 (+4) | 22 (+6) |

Skills Insight +10, Perception +10

Damage Resistances radiant

Condition Immunities exhaustion

Senses truesight 120 ft.

Languages all, telepathy 120 ft.

Angelic Weapons. Your weapon attacks are magical, and when you hit with a weapon attack, the weapon deals an extra 1d8 radiant damage.

Actions

Healing Touch (1/day). You touch another creature. The target magically regains 12d8+6 hit points and is healed from any curse, disease, poison, blindness, or deafness.

ASCENDED DRAGON

Huge dragon, your alignment

Armor Class 18 (natural armour)

Hit Points 100 (five times your level in this class)

Speed 50 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 10 (+0) | 18 (+4) | 14 (+2) | 16 (+3) | 20 (+5) |

Skills Perception +15

Damage Immunities acid, cold, fire, lightning, or poison (your choice when you transform)

Senses blindsight 60 ft., darkvision 120 ft.

Languages your languages

Actions

Rend. Melee weapon attack: +12 to hit, reach 5 ft, one target. Hit: 1d8+6 slashing damage plus 1d8 acid, cold, fire, lightning, or poison damage.

Dragonbreath (1/day). You exhale destruction in an 30-foot cone or a 60-foot-line. Each creature in the area must succeed a DC 19 Dexterity saving throw or take 10d6 acid, cold, fire, lightning, or poison damage, or half as much damage on a success.

ASCENDED FIEND

Large fiend, your alignment

Armor Class 18 (natural armour)

Hit Points 100 (five times your level in this class)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 20 (+5) | 18 (+4) | 18 (+4) | 17 (+3) | 22 (+6) |

Damage Resistances cold, fire, lightning, poison

Senses truesight 120 ft.

Languages your languages, telepathy 120 ft.

Fiendish Tempest. Your weapon attacks are magical, and you can attack three times, instead of twice, when you take the attack action on your turn.

Actions

Wave of Terror (1/day). Each creature of your choice within 30 feet of you that can see you must succeed on a DC 20 Wisdom saving throw or be frightened of you for 1 minute. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on itself on a success.

ASCENSION QUIRKS

Paragons of this virtue invariably strive to emulate the type of creatures they venerate. At your option, you can pick from or roll on one of the following quirk tables when you choose this virtue to create a quirk for your virtue of ascension character.

CELESTIAL QUIRKS

d6 Quirk

- 1 You speak Celestial whenever you can, and leap at the chance for a conversation in the language.
- 2 You feel a deep empathy for all things, and can't abide unnecessary suffering.
- 3 Your soul will ascend to the Upper Planes when you die; why bother fearing death?
- 4 Scripture is tattooed all across your body.
- 5 There is evil in the world, and you will burn it out.
- 6 You briefly experienced a celestial's magic. You would give anything to feel it again.

DRACONIC QUIRKS

d6 Quirk

- 1 You watched as a dragon brought down its prey, and were enraptured by the sight of it.
- 2 You believe that ingesting enough dragon's blood will transform you into one.
- 3 You hoard wealth, no matter how much you have.
- 4 You respect age; elders should be heeded, and a treasure is only as valuable as it is old.
- 5 You decorate yourself and your armour with horns and scales taken from the animals you slay.
- 6 In battle, you scream at your enemies in Draconic, as if you were breathing elements at them.

FIENDISH QUIRKS

d6 Quirk

- 1 You were nearly killed by a rampaging fiend, and you vowed to make that strength your own.
- 2 Your mouth can't pronounce certain words of Abyssal or Infernal, and it infuriates you.
- 3 'Demon lords' this, 'devil princes' that. You'll become greater than any of them.
- 4 You don't make deals without a contract.
- 5 You admire fiends for their power, not their evil. You're determined to hold onto your morality.
- 6 You believe you're damned already; you might as well get something out of it.

VIRTUE OF INSPIRATION

Your heroism has inspired an aspirant to join your journey—a squire, servant, or sidekick—seeking to grow and find glory at your side. To paragons of this virtue, courage and bravery are only as important as enkindling those same things in others, whether they see you as savior, teacher, or friend.

ASPIRANT COMPANION

At 3rd level, you take an aspirant under your wing. Choose your aspirant's stat block—Agile Aspirant, Mighty Aspirant, or Mystical Aspirant (see the next page). Your aspirant is friendly to you and your companions, and it obeys your commands.

In combat, your aspirant shares your initiative count, but it takes its turn immediately after yours. Your aspirant has a special action—called an inspired action—that it can't take unless you use your bonus action on your turn and spend 1 nerve point to inspire it to. Your aspirant can move and use other actions and reactions without your command.

Your aspirant has proficiency two skills of your choice. It also has proficiency with simple and martial weapons, light armour, and the saving throws in its stat block. Your aspirant always uses your proficiency bonus instead of its own.

For each paragon level after 3rd, your aspirant gains hit points equal to $5 + \text{its Constitution modifier}$, and gains one additional hit die. If your aspirant is reduced to 0 hit points, it makes death saving throws as a player character would.

You can spend 8 hours in any populated area attracting another aspirant, which can be the same type of aspirant or a different one. The DM determines what might convince a new aspirant to join you; a small favour or proof of your skill or achievements would be appropriate. You can't have more than one aspirant companion at a time.

ASPIRANT QUIRKS

Your aspirant is a character with its own personality traits, ideals, and flaws. At your option, you can pick from or roll on the Aspirant Quirks table when you choose this virtue at 3rd level, or when you take a new aspirant, to establish quirks for your aspirant and define your relationship with it.

ASPIRANT QUIRKS

d6 Quirk

- 1 You talk to yourself constantly. Thanks to your aspirant, no-one seems to have noticed.
- 2 Your aspirant wears a mismatched, hodge-podge collection of your hand-me-down loot.
- 3 You see yourself as a knight-errant, and seek to train your aspirant as your squire.
- 4 You believe your aspirant is destined to succeed you and weave a story even greater than yours.
- 5 After every battle, you (or your aspirant) spends twenty minutes fussing over the other's injuries.
- 6 You never, ever, get your aspirant's name right.



INSPIRED ADVANCEMENT

When you reach 6th level, and again at 13th level, you can increase one of your aspirant's ability scores of your choice by 2. You can't use this feature to raise an ability score above 20.

Additionally, while your aspirant companion can see you, it has advantage on all saving throws.

RALLYING CRY

Starting at 13th level, when a friendly creature that can see or hear you rolls for initiative, you can give that creature a bonus to its initiative roll equal to your Charisma modifier.

Additionally, when you make a Charisma check to inspire or encourage bravery or daring in a creature, you can treat a roll of 9 or lower on the d20 as an 10.

MANTLE OF THE COMMANDER

At 20th level, you can use your action to take on the mantle of command, gaining the following benefits:

- When you use this feature, and as a bonus action on each of your turns thereafter, you can call for one creature that can see or hear you to strike. The creature you choose can immediately use its reaction to make one weapon attack.
- Once per turn, when you hit a creature with a weapon attack, one creature of your choice that can see or hear you gains temporary hit points equal to the damage dealt.
- Your aspirant can use its inspired action without your command, and without spending nerve points.

This effect lasts for 10 minutes. After using this feature, you must finish a long rest before you can use it again.



AGILE ASPIRANT

Medium humanoid, your alignment

Armor Class 13 (leather armour)

Hit Points 18 (3d8+3)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 15 (+2) | 12 (+1) | 12 (+1) | 14 (+2) | 10 (+0) |

Saving Throws Dex +4, Int +3

Senses passive Perception 12

Languages Common, one of your choice

Actions

Burst (Inspired Action). The aspirant makes a weapon attack against two creatures, both of which must be within 5 feet of the aspirant or each other.

MIGHTY ASPIRANT

Medium humanoid, your alignment

Armor Class 14 (scale mail)

Hit Points 18 (3d8+3)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 10 (+0) | 12 (+1) | 10 (+0) | 12 (+1) | 14 (+2) |

Saving Throws Str +4, Con +3

Senses passive Perception 11

Languages Common, one of your choice

Martial Talent. The aspirant has proficiency with medium armour.

Actions

Bullrush (Inspired Action). The aspirant moves up to its speed towards a creature it can see and makes a melee weapon attack against it. On a hit, the target is pushed 10 feet away from the aspirant.



MORE THAN JUST A STATBLOCK

The aspirant companion stat blocks present the aspirant as human. If you'd rather your companion be another race, your Dungeon Master might allow you to slightly adjust your aspirant's statistics.

For example, an elven companion might have the elf's Darkvision and Trance traits, and a halfling companion might be Small instead of Medium. You shouldn't adjust the aspirant's ability scores, or add features such as Savage Attacks or any feature with a limited number of uses between rests.

MYSTICAL ASPIRANT

Medium humanoid, your alignment

Armor Class 13 (leather armour)

Hit Points 18 (3d8+3)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 12 (+1) | 15 (+2) | 14 (+2) | 12 (+1) |

Saving Throws Wis +4, Cha +3

Senses passive Perception 12

Languages Common, one of your choice

Magic Ward. While wearing light or no armour, the aspirant's AC includes its Intelligence modifier.

Actions

Magic Dart. Ranged spell attack: +4 to hit, range 60 ft., one target. Hit: 1d8+2 force damage. This attack uses your aspirant's Intelligence modifier.

Barrier (Inspired Action). The aspirant and each allied creature within 5 feet of it gain temporary hit points equal to 1d8 + the aspirant's Intelligence modifier. These temporary hit points last for 1 minute.

VIRTUE OF PASSION

You believe in passion for its own sake, throwing yourself into every impulse and instinct with white hot intensity. Paragons of this virtue harness their emotions to create displays of raw, destructive magic, all fuelled by the fire in their soul.

Because their magic comes from extreme emotion, these paragons can be prone to mood swings, overconfidence, and strange habits. You might believe your dreams to portend the future, or be easily hypnotised by works of destruction. Your attitudes and interests might shift from moment to moment, or you might feel almost incapable of sitting still.

SPELLCASTING

Beginning when you reach 3rd level, your emotion manifests in bursts of untamed magic. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting, and the next page for the virtue of passion spell list.

Cantrips. You learn four cantrips of your choice from the virtue of passion spell list. You learn an additional virtue of passion cantrip of your choice at 10th level.

Spell Slots. The Virtue of Passion Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

Spells Known of 1st Level and Higher. You know three 1st-level virtue of passion spells of your choice.

The Spells Known column of the Virtue of Passion Spellcasting table shows when you learn more virtue of passion spells of 1st level or higher. Each spell must be of a level for which you have spell slots. For example, when you reach 7th level in this class, you can learn one new virtue of passion spell of 1st or 2nd level.

Whenever you gain a level in this class, you can choose one of the virtue of passion spells you know and replace it with another spell from the virtue of passion spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your virtue of passion spells, since your magic is fueled by the power of your emotion. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier whenever you set the saving throw DC for a virtue of passion spell you cast and whenever you make an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

ARDENT FOCUS

Starting at 3rd level, you can shape your magic with passion alone. You can ignore the material components of virtue of passion spells, unless those components have a specific cost.

VIRTUE OF PASSION SPELLCASTING

| Paragon Level | Cantrips Known | Spells Known | —Spell Slots per Spell Level— | | | |
|---------------|----------------|--------------|-------------------------------|-----|-----|-----|
| | | | 1st | 2nd | 3rd | 4th |
| 3rd | 4 | 3 | 2 | — | — | — |
| 4th | 4 | 4 | 3 | — | — | — |
| 5th | 4 | 4 | 3 | — | — | — |
| 6th | 4 | 4 | 3 | — | — | — |
| 7th | 4 | 5 | 4 | 2 | — | — |
| 8th | 4 | 6 | 4 | 2 | — | — |
| 9th | 4 | 6 | 4 | 2 | — | — |
| 10th | 5 | 7 | 4 | 3 | — | — |
| 11th | 5 | 8 | 4 | 3 | — | — |
| 12th | 5 | 8 | 4 | 3 | — | — |
| 13th | 5 | 9 | 4 | 3 | 2 | — |
| 14th | 5 | 10 | 4 | 3 | 2 | — |
| 15th | 5 | 10 | 4 | 3 | 2 | — |
| 16th | 5 | 11 | 4 | 3 | 3 | — |
| 17th | 5 | 11 | 4 | 3 | 3 | — |
| 18th | 5 | 11 | 4 | 3 | 3 | — |
| 19th | 5 | 12 | 4 | 3 | 3 | 1 |
| 20th | 5 | 13 | 4 | 3 | 3 | 1 |

SPITFIRE

Starting at 6th level, you flit across the battlefield, a tempest of heat and passion. When you use your Quickstep to move, you can teleport the same distance instead of moving. You can use Quickstep to teleport even if your speed is 0.

SPIRIT MANIFEST

Starting at 13th level, you can manifest a vortex of swirling power around your body, gaining a flying speed equal to your current speed. The vortex reflects your emotional state, such as burning wings for fury or a black miasma for despair.

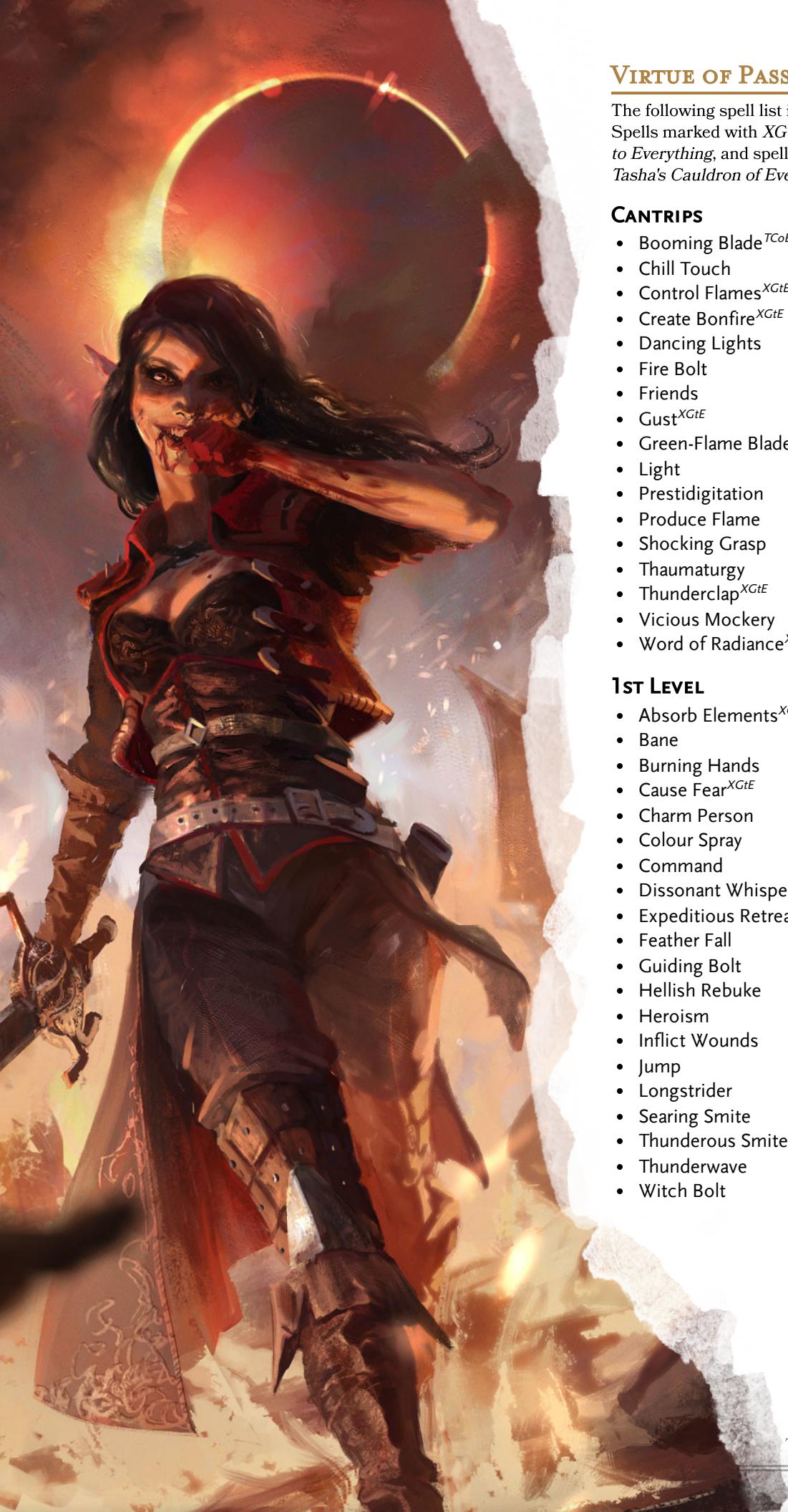
You can manifest or dispel the vortex at any time (no action required). It fades early if you fall unconscious or if you die.

MY CHAINS ARE BROKEN

At 20th level, you can use your action to channel your most powerful emotions, gaining the following benefits:

- Your speed is doubled and can't be reduced.
- You aren't affected by difficult terrain, and you can't be incapacitated, paralysed, petrified, restrained or stunned.
- Your movement doesn't provoke opportunity attacks, and you can move through other creatures' spaces. When you move through a creature's space, it takes 10 fire, lightning, necrotic, psychic, radiant, or thunder damage (you choose which type), and you can't use this feature to deal damage to that creature until the start of your next turn.

This effect lasts for 10 minutes. After using this feature, you must finish a long rest before you can use it again.



VIRTUE OF PASSION SPELL LIST

The following spell list is presented in alphabetical order. Spells marked with *XGtE* can be found in *Xanathar's Guide to Everything*, and spells marked with *TCoE* can be found in *Tasha's Cauldron of Everything*.

CANTRIPS

- Booming Blade *TCoE*
- Chill Touch
- Control Flames *XGtE*
- Create Bonfire *XGtE*
- Dancing Lights
- Fire Bolt
- Friends
- Gust *XGtE*
- Green-Flame Blade *TCoE*
- Light
- Prestidigitation
- Produce Flame
- Shocking Grasp
- Thaumaturgy
- Thunderclap *XGtE*
- Vicious Mockery
- Word of Radiance *XGtE*

1ST LEVEL

- Absorb Elements *XGtE*
- Bane
- Burning Hands
- Cause Fear *XGtE*
- Charm Person
- Colour Spray
- Command
- Dissonant Whispers
- Expeditious Retreat
- Feather Fall
- Guiding Bolt
- Hellish Rebuke
- Heroism
- Inflict Wounds
- Jump
- Longstrider
- Searing Smite
- Thunderous Smite
- Thunderwave
- Witch Bolt

2ND LEVEL

- Aganazzar's Scorch *XGtE*
- Darkness
- Detect Thoughts
- Enhance Ability
- Enthrall
- Flaming Sphere
- Gust of Wind
- Hold Person
- Mind Spike *XGtE*
- Misty Step
- Pyrotechnics *XGtE*
- Scorching Ray
- Shadow Blade *XGtE*
- Shatter
- Suggestion
- Tasha's Mind Whip *TCoE*
- Warding Wind *XGtE*

3RD LEVEL

- Blinding Smite
- Blink
- Call Lightning
- Daylight
- Fear
- Fireball
- Haste
- Lightning Bolt
- Melf's Minute Meteors *XGtE*
- Vampiric Touch
- Thunder Step *XGtE*
- Wind Wall

4TH LEVEL

- Blight
- Charm Monster *XGtE*
- Dimension Door
- Fire Shield
- Freedom of Movement
- Shadow of Moil *XGtE*
- Sickening Radiance *XGtE*
- Staggering Smite
- Storm Sphere *XGtE*
- Wall of Fire

VIRTUE OF PRIDE

You strive for nothing less than the perfection of the self; the honing and tempering of your mind, body, and soul. Paragons of this virtue are often loud, bombastic, and arrogant, but just as often, that arrogance is earned by the kind of strength and skill that lets them compete with—and exceed—great heroes.

RAW TALENT

When you choose this virtue at 3rd level, you gain proficiency with any combination of three skills or tools of your choice.

STEEL STEP

Starting at 3rd level, when you use Quickstep immediately after you hit a creature with an attack, you can deal damage equal to your Charisma modifier to one creature you can see within 5 feet of you. This damage is a type dealt by a weapon you're wielding or bludgeoning damage (your choice).

You can decide to deal this damage before or after you use your Quickstep, but you can't use this feature to deal damage to the same creature more than once each turn.

SUPERIOR NERVE

Starting at 6th level, you gain additional benefits when you use your Clever Retort, Daring Rush, or Swift Riposte.

Clever Retort. If the triggering attack still hits you after you use Clever Retort, you can halve its damage against you.

Daring Rush. Until the end of the turn, the distance you can move whenever you use your Quickstep is doubled.

Swift Riposte. If you hit with your Swift Riposte, you deal extra damage to the target equal to half your paragon level.

STEEL STORM

Starting at 13th level, when you use Steel Step, you can deal the damage to each creature you choose within 5 feet of you, instead of one. You still can't deal Steel Step's damage to the same creature more than once on each turn.

Additionally, you can use Steel Step even when you miss a creature with an attack, as though you hit the creature.

PERFECTION

When you reach 20th level, all of your ability scores increase by 2. Your maximum for those scores also increases by 2.

You also no longer suffer the frailty of old age, and you are immune to disease. Your health and beauty are unfading.

FLAIRS

If a flair has any prerequisites, you must meet them to learn that flair. You can learn the flair at the same time you meet its prerequisites. A level prerequisite in a flair refers to your level in this class.

BALANCING ACT

You're no stranger to dangerous environments. On your turn, you can spend 1 nerve point to gain a climbing speed and a swimming speed equal to your speed for 10 minutes.

BARE-KNUCKLE BRAWLER

Who needs weapons? Your time spent sparring with your unarmed strikes grants you the following benefits.

- You can use Dexterity, instead of Strength, for the attack and damage rolls of your unarmed strikes.
- You can roll a d6 in place of the normal damage of your unarmed strike.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

BLOODHOUND

You gain proficiency in the Perception and Survival skills.

Additionally, you gain advantage on any Wisdom (Perception) or Wisdom (Survival) check made to find a creature that doesn't have all its hit points.

CAPED CRUSADER

Armour only slows you down. While you are wearing no armor and not wielding a shield, your AC equals $10 + \text{your Dexterity modifier} + \text{your Charisma modifier}$.

CONSTANT VIGILANCE

You can gain the benefits of a long rest after only 4 hours of sleep. In addition, during a short or long rest, you can choose to stand guard. While you are conscious and standing guard, you cannot be surprised, and you gain a +5 bonus to Wisdom (Perception) checks.

DEADLY DEALER

You always keep a trick up your sleeve. You gain proficiency with all gaming sets, and can add double your proficiency bonus to any check you make with them.

Additionally, your practiced hand turns even playing cards into weapons. When you attack with a playing card, it counts as a simple ranged weapon with which you are proficient. It deals $1d4$ piercing damage on a hit and has the light and thrown properties (range 20/60).



DUELIST'S FLOURISH

When you take the Attack action and make a melee weapon attack with a light weapon that you're holding in one hand, you can use a bonus action to make a ranged weapon attack with a light weapon that you're holding in the other hand.

EMPATHIC MIND

Prerequisite: Virtue of Passion

You can use your action to sense the emotional state of one creature you can see within 30 feet of you. Alternatively, you can force that creature to make a Charisma saving throw. On a failed save, the creature feels your emotional state, if it can feel emotion. The creature knows that the emotions aren't its own, but feels them as if they were.

ESOTERIC AFFINITY

Prerequisite: Virtue of Ascension

You have advantage on Intelligence checks you make to recall information about creatures of the type you chose at 3rd level. You also have advantage on Charisma checks you make when you're interacting with those creatures.

FACADE

You develop a facade, an alternate persona. You decide your facade's name, appearance, and personality, but it should be distinctive, and have some signature feature (such as a mask).

You can adopt or discard your facade as an action. Other creatures have disadvantage on ability checks to identify you and your facade as the same person. In addition, you also gain proficiency with the disguise kit.

INSPIRED ARCANA

Prerequisite: Virtue of Inspiration, Mystical Aspirant

Your aspirant learns one 1st-level spell of your choice from any spell list, which must have a casting time of 1 action. Your aspirant can cast that spell once at its lowest level, using your Charisma as its spellcasting ability. It can't do so again until it finishes a long rest.

MASTERFUL SKILL

When you select this flair, choose one of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses that proficiency.

You can select this flair multiple times, choosing another skill or tool proficiency each time you do.

A TOUCH OF FLAIR

Each flair is an expression of a paragon's signature style. At your option, certain flairs might affect your character from a roleplaying perspective. A paragon with the Caped Crusader flair might always dress in a long, elegant cape, and a paragon with the Grand Performance flair might be prone to telling lengthy tales of their adventures and exploits.

NIMBLE LEAP

You can use your Dexterity score, instead of Strength, to determine your jump distance for both long jumps and high jumps. In addition, you always have a running start when jumping, and you take half as much damage from falling.

PLUNGING ATTACK

If you fall at least 10 feet towards a creature before hitting it with a melee weapon attack, you can expend 1 nerve point. If you do, you take no damage from the fall, and the target must succeed on a Strength saving throw or fall prone. A Large or larger creature has advantage on this saving throw.

POLYGLOT

You learn two languages of your choice. In addition, you can communicate simple ideas with any creature that can see and hear you. The creature doesn't need to share a language with you, but it must be able to understand at least one language.

POLYMATH

You gain proficiency with any three tools of your choice, and you can add half your proficiency bonus, rounded down, to any ability check you make using a tool that doesn't already include your proficiency bonus.

QUICK PURSUIT

You can use Quickstep to move immediately after you make an opportunity attack or use your Swift Riposte, even if it isn't your turn. You still can't use Quickstep if your speed is 0.

STARGAZER

While you can see the night sky, you have advantage on Wisdom (Survival) checks you make to navigate, and you always know which way is north. You also gain proficiency with navigator's tools, and can add double your proficiency bonus to checks you make with them.

SUDDEN OPENING

When you use your Quickstep, you can create an opening for another instead of moving. If you do so, one creature of your choice within 5 feet of the creature you hit can immediately move up to 5 feet without provoking opportunity attacks (no action required), provided its speed isn't 0.

Beginning at 9th level, the creature can move up to 10 feet when you use this feature, and beginning at 15th level, it can move up to 15 feet when you use this feature.

TO CINDERS

Prerequisite: Virtue of Passion

When you reduce a creature to 0 hit points and it would die, you can instead choose to reduce it and any of its nonmagical possessions of your choice to a small pile of ashes.

Whenever you reduce a hostile creature to ash using this feature, you can regain a number of hit points equal to $2d4 +$ your Charisma modifier. You can't do so again until you finish a short or long rest or until you roll for initiative.

TWIN STRIKE

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. You also gain the ability to draw or stow up to two weapons whenever you roll for initiative and whenever you use the Attack action.

VENTRiloquist

When you speak, you can have the sound seem to originate from any location within 30 feet of you that you can see. If a creature uses its action to examine the sound, it can discern it to be a trick with a successful Intelligence (Investigation) check against your nerve save DC.

FOX'S WIT

Prerequisite: 5th level

You have a talent for irritation. When a creature that you can see rolls a 1 on an ability check, attack roll, or saving throw, you can use a reaction to force it to make a Wisdom saving throw against your nerve save DC, provided the creature can see or hear you. On a failed save, the creature takes psychic damage equal to $1d10 + \text{your paragon level}$.

GRAND PERFORMANCE

Prerequisite: 5th level

You can spend 10 minutes enlivening your allies. When you do, up to six creatures of your choice (which can include you) gain a Performance die, a d6, which lasts for 1 hour.

A creature can roll the die and add the result to one ability check, attack roll, or saving throw it makes. The creature can wait until after rolling the d20 before deciding to use the die, but it must decide before the DM says whether or not the roll succeeds or fails. Once a creature rolls a Performance die, it is lost, and the creature can't benefit from this flair again until it has finished a short or long rest.

REMEMBER THE NAME

Prerequisite: 5th level

When you reduce a creature to 0 hit points, you can spare its life and brand it. Your brand is a symbol people have come to associate with you (such as a mark etched into the creature's clothes or body) or a missing body part (such as a finger).

If you do, you have advantage on Charisma (Intimidation and Persuasion) checks against the branded creature for one hour after it regains consciousness, and the creature spreads rumours of your strength or mercy (your choice) wherever it goes for the next 7 days, intentionally or otherwise.

SHARED GLORY

Prerequisite: 5th level, Virtue of Inspiration

The first time your companion reduces a hostile creature to 0 hit points or scores a critical hit with a weapon attack against a hostile creature on its turn, you regain 1 nerve point as long as you can see or hear your companion and you didn't regain any nerve points during your last turn.

TWIN STEP

Prerequisite: 5th level

When you make an attack against a creature, you can spend 1 nerve point to taunt, trick, or infuriate it into following you. A creature that can't be charmed is immune to this feature.

Until the end of the turn, whenever you use Quickstep to move, that creature immediately moves the same distance towards you if its speed allows (no action required), but not into obviously dangerous terrain, such as into a spell's area. This movement doesn't provoke opportunity attacks.

BACK TO BACK

Prerequisite: 9th level, Virtue of Inspiration

While your aspirant is within 5 feet of you, you can use your Clever Retort when another creature hits it with an attack. In addition, if your aspirant is within 5 feet of you when you use your Clever Retort, you can add your Charisma modifier to its AC until the start of your next turn, in addition to your own.

DARING ASCENT

Prerequisite: 9th level, Virtue of Ascension

When you use your Daring Rush, you can spend 1 additional nerve point to gain a flying speed equal to your current speed until the end of your turn.

PERFECT SPECIMEN

Prerequisite: 9th level, Virtue of Pride

When you spend a Hit Die to heal during a short rest, you can use the maximum value for each die, instead of rolling.

Additionally, whenever you finish a long rest, you regain all of your paragon Hit Die, instead of only half.

SWIFT REVENGE

Prerequisite: 9th level, Virtue of Passion

When you use your Swift Riposte, you can teleport up to your speed to an unoccupied space within 5 feet of the creature that missed you before making the attack.

TRY ME

Prerequisite: 9th level

As an action, you can spend 3 nerve points to threaten any number of creatures within 15 feet of you that can hear you. Each creature you choose must succeed on a Wisdom saving throw against your nerve save DC or become frightened of you for 1 minute or until you are incapacitated. At the end of each of its turns, a target can make another Wisdom saving throw. On a success, the effect ends on the target.

HEROIC TRIUMPH

Prerequisite: 12th level

The first time on any turn that you reduce a hostile creature to 0 hit points or you score a critical hit with a weapon attack against a hostile creature, you can rally any friendly creatures within 30 feet of you that can see or hear you, ending any one effect on each creature causing it to be charmed or frightened.

ARDENT STRIKE

Prerequisite: 15th level, Virtue of Passion

When you use your action to cast a virtue of passion spell of 1st level or higher, you can make one weapon attack as part of the same action.

ASCENDANT SENSES

Prerequisite: 15th level, Virtue of Ascension

You can use your action to sense the presence of creatures of the type you chose at 3rd level. You learn if any creatures of that type are within 500 feet of you and their location. At the same time, you also learn if there are any powerful celestials, dragons, fey, fiends, elementals, or undead in the same area, but not how many or their location.

INSPIRED SPIRIT

Prerequisite: 15th level, Virtue of Inspiration

If your aspirant can see you when you roll for initiative, it can move up to its speed if it isn't surprised (no action required). This movement doesn't provoke opportunity attacks.

Additionally, your determination inspires your companion. Your aspirant can't be charmed or frightened as long as it can see or hear you.

HEROIC WILL

Prerequisite: 15th level

When you make a death saving throw, you gain a bonus to the roll equal to your Charisma modifier. If you roll a 20 or higher on the save, you regain 1 hit point, even if you didn't roll a 20 on the d20, and you can stand up if you were prone.

PERFECTED TALENT

Prerequisite: 15th level, Virtue of Pride

You gain expertise with the skills or tools you chose for your Raw Talent at 3rd level, which means your proficiency bonus is doubled for any ability checks that you make with them. If you already had expertise with one or more of those skills or tools, you instead gain expertise with another skill or tool of your choice for each expertise you already had.

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